

**THE 2010 BOZEMAN ROUNDUP RANCH RODEO**  
**One of the NILE Series Ranch Rodeos**  
**JULY 24, 2010**

**PRIZES AND AWARDS**

**TEAM EVENTS**

1 <sup>st</sup> Place-Each Team Event	\$100
2 <sup>nd</sup> Place-Each Team Event	\$ 75

**OVERALL**

1 <sup>st</sup> Place-Team	\$800 and Buckles
2 <sup>nd</sup> Place-Team	\$600
3 <sup>rd</sup> Place-Team	\$400
4 <sup>th</sup> Place-Team	\$200

<b>TOP HAND</b>	\$200 and Buckle
<b>TOP HORSE</b>	\$200 and Prize

**RANCH SADDLE BRONC**

1 <sup>st</sup> Place	\$300 and Buckle
2 <sup>nd</sup> Place	\$150

**RODEO COMMITTEE MEMBERS**

Myrt Woosley	Lyle Woosley
Garth Isbell	Toni Bradley
Scot Shearer	Jaime Cargill
Tyler Vennes	Holley Vennes
	Sue Shockley

**RODEO PERSONNEL**

<b>ANNOUNCER &amp; AUCTIONEER:</b>	<b>Garth Isbell</b>
<b>ARENA DIRECTOR:</b>	<b>Lyle Woosley</b>
<b>GRAND ENTRY:</b>	<b>The Montana Stampede Riders</b>
<b>JUDGES:</b>	<b>Thad Hereim &amp; Walt Johnson</b>
<b>MUSIC:</b>	<b>Toni Bradley</b>
<b>PHOTOGRAPHER:</b>	<b>Linda Blomback</b>
<b>SECRETARY:</b>	<b>Myrt Woosley</b>
<b>SECURITY:</b>	<b>Gallatin County Sheriff's Posse</b>
<b>STOCK CONTRACTOR:</b>	<b>Dayle Kountz</b>
<b>TIMERS:</b>	<b>Holley Vennes &amp; Nancy Hereim</b>

**CALCUTTA ORGANIZED BY THE GALLATIN FAIRGROUNDS FOUNDATION**

## **EVENT RULES & ORDER**

### **FOR 2010 BOZEMAN ROUNDUP RANCH RODEO**

A Four-person team will compete in four events –Branding, Doctoring, Trailering and Wild Cow Milking. The points for each event will be added together, and the team with the most total points for all events will be the overall Top Team.

**No cross entries - each person can compete on only one (1) team.**

Individuals, whether entered in team events or not, may enter the Ranch Saddle Bronc.

### **TEAM EVENTS**

#### **I. TEAM BRANDING**

1. This event requires a Four (4)-person team – a Roper, Two (2) Flankers, and a Brander.
2. A herd of cows and calves are held behind a line approximately 60 feet from the end of the arena by the Herd Holders, who **cannot** cross the line.
3. Two teams will run at one time. This will require two (2) “fires” for the irons, and two (2) Flag-Judges.
4. The Ropers will start together. Time begins when the Roper crosses the line.
5. The Ropers will have a two (2) minute time limit to rope and drag two (2) calves each, using all the loops they need.
6. Only one rope can be used in the branding.
7. Loping is NOT allowed at ANYTIME. A 30 second penalty will be assessed EACH time the horse lopes. Trotting is acceptable.
8. Ropers should respect and not interfere with the other contestants. Intentional interference will result in disqualifications.
9. Calves may be roped by the head or heel.
10. The Ropers may not rope outside the line; violation of this rule will result in a 30-second penalty.
11. The Flankers may not touch the calf until the whole calf has been dragged across the line. Violation of this rule will result in 30-second penalty.
12. After the calf is flat on its side, the rope is to be removed, the branding iron is removed from the bucket, and the calf branded on the right ribs. Failure to brand in the correct location with the #6 will result in a, “**NO-TIME**”.
13. The iron **MUST** be returned to the bucket after branding EACH calf.
14. After a calf has been branded, it must return to the herd before it can be roped again.
15. If two (2) calves are roped and dragged to the fire by the same team, one of them **MUST** be released and allowed to return to the herd.
16. Time stops when the branding iron is in the bucket after the second calf.
17. The Winner is the team with the fastest time on two calves.
18. There will be a Two (2)-Minute Time Limit

#### **II. TEAM TRAILERING**

1. This event requires a Four (4)-person team, one (1) Herd Holder and three (3) Penners. All four riders may cross the start line.

2. Contestants may be off their horses only to close and latch the trailer gate, but must always be in control of their horses (reins in hand).
3. A herd of numbered cattle will be held behind a line 60 feet from the end of the arena.
4. As the riders approach the line, the announcer will call a number that has been drawn for them. The team **MUST** cross the line **IMMEDIATELY** after their number has been called. If the team stops, as if looking for their cattle, the flagman **WILL** drop the flag, starting the time before the team crosses the line.
5. The team may not have more than **ONE** man in the herd at one time. More than one man in the herd will result in a 30 second penalty.
6. Time begins when the first rider crosses the line. All of them may cross the line and anyone may cut the cattle.
7. The team has three (3) minutes to cut three (3) head of cattle bearing the designated numbers, and load them into the trailer in the arena.
8. Loping in the herd will result in a 30 second penalty **EACH** time loping occurs.
9. No more than **FIVE** cattle may cross the line while the cutting is taking place. More than five cattle will result in a **“NO-TIME”**.
10. If any wrong numbered cattle are loaded, a **“NO-TIME”** will be issued.
11. If more than 3 cattle are loaded, a **“NO-TIME”** will be issued.
12. All extra cattle must be returned to the herd before time can be called.
13. Time is stopped when the trailer door closes and is manually latched and the person closing the gate throws one hand in the air. Judge will flag the time.
14. The Judges will check the cattle in the trailer, check to be certain the gate is latched and then turn the cattle out. If the gate is not completely latched a **“NO-TIME”** will result.
15. The team with the fastest time and the most correctly-numbered cattle loaded wins. A team may call for time on two (2) cattle. **NO POINTS** are awarded for one (1) animal.
16. At the judges’ discretion, any team may be disqualified for unnecessary roughness of the cattle.
17. 3 Minute Time Limit

### **III. TEAM DOCTORING**

1. This event requires a Four (4) - person team – a Header, a Heeler, a **DESIGNATED** Herd Holder and a Vet.
2. The Herd Holder may not rope.
3. If the Vet ropes, his rope must be off the saddle horn and clear of the horse before he dismounts. If his rope is not off the horn and clear of the horse before he dismounts, a 30 second penalty will be assessed.
4. A herd of yearlings will be held behind a line. As riders approach the line, the announcer will call a number that has been drawn for them. Time begins when the first rider crosses the line. Only one rider can be in the herd at a time, however Herd Holders may help drive the identified animal across the line once the animal is clear of the herd.
5. Without loping into the herd, a numbered yearling must be cut from the herd and driven across the start line, **BEFORE** it may be roped.
6. Loping in the herd will result in a 30-second penalty **EACH** time loping occurs.
7. If the yearling gets back across the line before it is roped, the Roper may **NOT** chase it through the herd; but must slow down and cut it out again.

8. No more than **TWO** head may cross the line as the Roper cuts his yearling out More than two head will result in a **“NO-TIME”**.
9. All four (4) team members shall be on horseback.
10. Ropers may rope either head or heels.
11. Ropers must dally.
12. Ropers are allowed three (3) loops.
13. The yearling must be on his feet when it is headed and/or heeled.
14. The yearling must be headed **FIRST**.
15. If the yearling is caught by one horn, the Roper is **NOT** allowed to ride up and put the rope over the other horn or the yearling's head with his hands.
16. The yearling must be lying on its side prior to doctoring. All four feet must be visible.
17. When the yearling is on its side, the Vet will place a mark between its eyes, and raise his hands, stopping the time.
18. The mark must be **BETWEEN** its eyes, or a, **“NO-TIME”** will be issued.
19. There are **THREE** (3) legal head loops for horned cattle.
  - a. Around horns
  - b. Half head
  - c. Around neck
20. Muley cattle may be roped around neck and one leg.
21. Figure eight catches are illegal. If there is an illegal catch, a **“NO-TIME”** will be issued.
22. There will be a Two (2)-minute time limit.

#### **IV. WILD COW MILKING**

1. This event requires a Four (4)-person team – a Roper, a Milker, and two (2) Muggers. Only one team member, the Roper, will be on horseback.
2. The Roper will be let into the arena, but must stay **BEHIND** the start line; violation of this rule will result in a 30-second penalty!
3. A Cow will be released from the opposite end of arena. When the cow clears the gate and leaves the alley, flagman will drop his flag, starting both the Roper and the time.
4. “Catch as catch can,” but the cow’s head **MUST** pass through the loop. If the cow is horned, she may instead be roped by the horns.
5. The Rope must be OFF the saddle horn before the milking commences; violation of this rule will result in a, **“NO-TIME.”**
6. The cow must remain on her feet while being milked. If she is not on her feet while being milked, a **“NO-TIME”** will be declared.
7. The Muggers hold the cow with help from the Roper, while the Milker milks her into a standard 12-oz. longneck bottle. Any one of the contestants may milk the cow. The Milker may pass the bottle to another team member to run to the judge.
8. The rope must be removed from the cow and handed to the runner before the Runner takes off to the judge.
9. The Runner must take rope and milk bottle to Judge. At least one rope end must be in the Runner’s hand when reaching the judge.
10. Runner **MUST** hand the bottle to the judge, and the **JUDGE WILL POUR THE MILK OUT!** If the milk will not pour, or if the contestant pours, or if the Runner fails to have the rope in his hand, the team will receive a, **“NO-TIME”**.

11. The team with the fastest time wins.
12. The Cows should be good, healthy, wet cows .
13. There is a Two-Minute time limit, and a Two-Loop limit.

### **INDIVIDUAL SPECIAL EVENT**

#### **VI. RANCH SADDLE BRONC RIDING (Limited to Twenty (20) Riders)**

1. “Ride as ride can!” Men and women compete together.
2. Men must ride for 8 seconds.
3. Women must ride for 6 seconds.
4. A standard working saddle with horns larger than 2 inches in diameter **MUST** be used.
5. No PRCA rigging allowed.
6. No hobbling of one or both stirrups is allowed.
7. The horse has to be saddled, as he would be for everyday use.
8. The judge will check the saddle before the horse is turned out of the chute. If a saddle is used that does not meet the requirements, the contestant will be given 5 minutes to change saddles. If the contestant is not able to saddle with an acceptable saddle, he will be disqualified.
9. A regular bucking horse leather halter with one rein must be used, and the stock contractor shall provide it.
10. Points will be awarded for the difficulty of the horse and also for the degree of aggressiveness, control, and exposure demonstrated by the rider. Flamboyance and creativeness are encouraged.
11. A re-ride may be awarded at the judge’s discretion.
12. No quirts allowed.
13. In order to keep the rodeo moving, A “Chute Draw” will take place and each contestant will be assigned a chute rather than a horse. The contestant is to be at their numbered chute and ready to ride at the appropriate time. The rides will go in order of chute number.

### **POINTS FOR TEAM EVENTS**

1. All participating teams must enter **ALL** compulsory events in order to be eligible for the team championship. There will be an overall Champion Team Award, awarded to the team with the most points at the end of the performance.
2. A maximum total of 26 points shall be awarded in each event, thus making a maximum total of 104 possible points for all four events. These points shall be given to the top five places as follows:  

**1st: 10 pts.      2nd: 7 pts.      3rd: 5 pts.      4th: 3 pts.      5th: 1 pt.**
3. The team with the most points is the winner.
4. In case of a tie in the overall team standings, the resolution of the tie will be as follows: (1st) – the team receiving points in the most events is the winner; (2nd) – the team with the most points in Branding; (3rd) – the team with the most points in Doctoring; (4th) – the team with the most points in Trailering; (5th) – the team with the most points in the Wild Cow Milking.

## **CONTESTANT RULES OF CONDUCT**

1. **ALL** contestants **MUST** attend the Judges' Meeting at 4:00pm. The meeting will be held in the Grandstand at the arena.
2. No one will be allowed in the arena during the meeting.
3. If **ALL** team members are not present for the meeting, 20 points will be deducted from that team's overall score at the end of the competition.  
The **JUDGES' DECISIONS ARE FINAL**. There will be no discussion between Judges and contestants during the Rodeo.
4. Anyone (contestant or otherwise) entering the arena shall be wearing long pants, a long-sleeved shirt, boots and a cowboy hat.
5. Abuse of either personal animals or event animals, including but not limited to, kicking, whipping, tripping, gouging of eyes, or any action which is totally unnecessary is strictly prohibited. If such recognized abuse is witnessed by judges, other contestants, the Bozeman Roundup Committee or Fair personnel, then the judges and the Arena Director will convene quickly and decide to disqualify that team member from all remaining competition.
6. If abuse happens during an event, team will be given **ZERO (0)** points for that event and the team member(s) will be disqualified for the remainder of the events. **NO EXCEPTIONS!**
7. No loud, obnoxious profanity or unsportsmanlike conduct, including "badgering" the judge or the arena director, will be tolerated.
8. The violation of any conduct rule could result in team disqualification.

## **HUMANE TREATMENT OF RODEO ANIMALS**

### **GENERAL**

These rules are intended to ensure the humane treatment of rodeo animals and shall be in effect for the Bozeman Roundup Ranch Rodeo. No animal shall be treated inhumanely by any participant, contractor, or rodeo personnel. **No Exceptions.**

### **SORE, LAME, SICK OR INJURED ANIMALS**

Animals for all events will be inspected before the draw, and no sore, lame, sick, or injured animal, or animal with defective eyesight, shall be permitted in the draw at anytime. Should an animal become sick or incapacitated between the time it is drawn and the time it is scheduled to be used in competition, that animal shall not be used in competition. Another animal shall instead be drawn for the contestant.

### **REMOVAL OF INJURED ANIMAL**

A conveyance must be available (tractor & sled) and shall be used, where practical, to remove any injured animal from the arena. The conveyance must be large enough to remove a horse or bull. Any injured livestock must be humanely removed from the arena before continuing the performance. A veterinarian shall be present at the arena to care for any injured animal.

## **TEAMS REQUIREMENTS**

Teams are made up of 4 people. The teams have no required qualifications. Anyone may form a team. Members may not change once the rodeo has begun. All team members are encouraged to carry medical insurance should injuries occur, and will be required to sign a liability waiver.